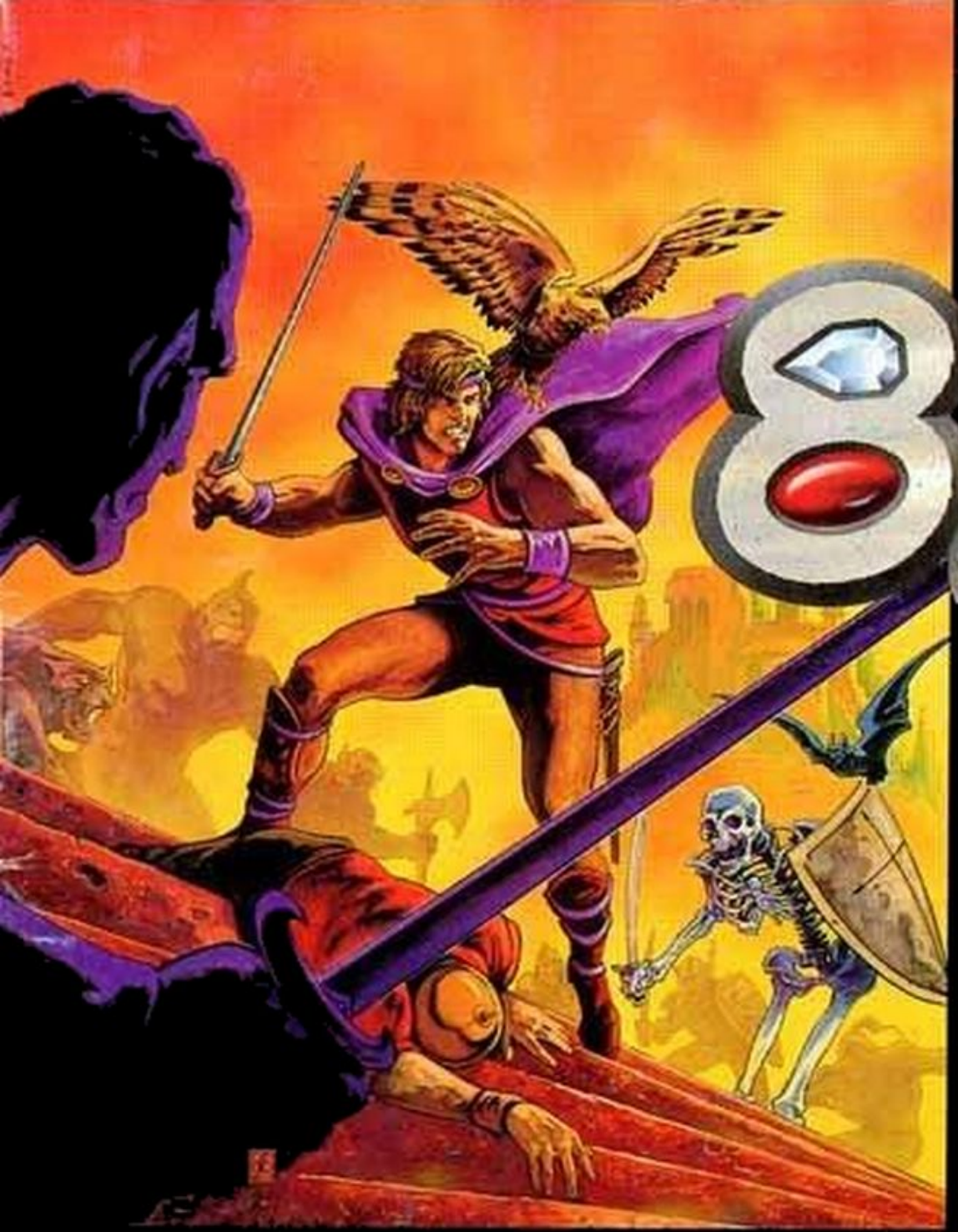
NES-8E-USA



8 EYES™

TAXAN
Consumer Division

INSTRUCTION MANUAL

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*Thank you for purchasing TAXAN's **8 EYES.** Please read this manual for maximum playing enjoyment, and keep it for future reference.*

PRECAUTIONS

1) Be sure to turn off the power before inserting or removing the Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

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THE STORY

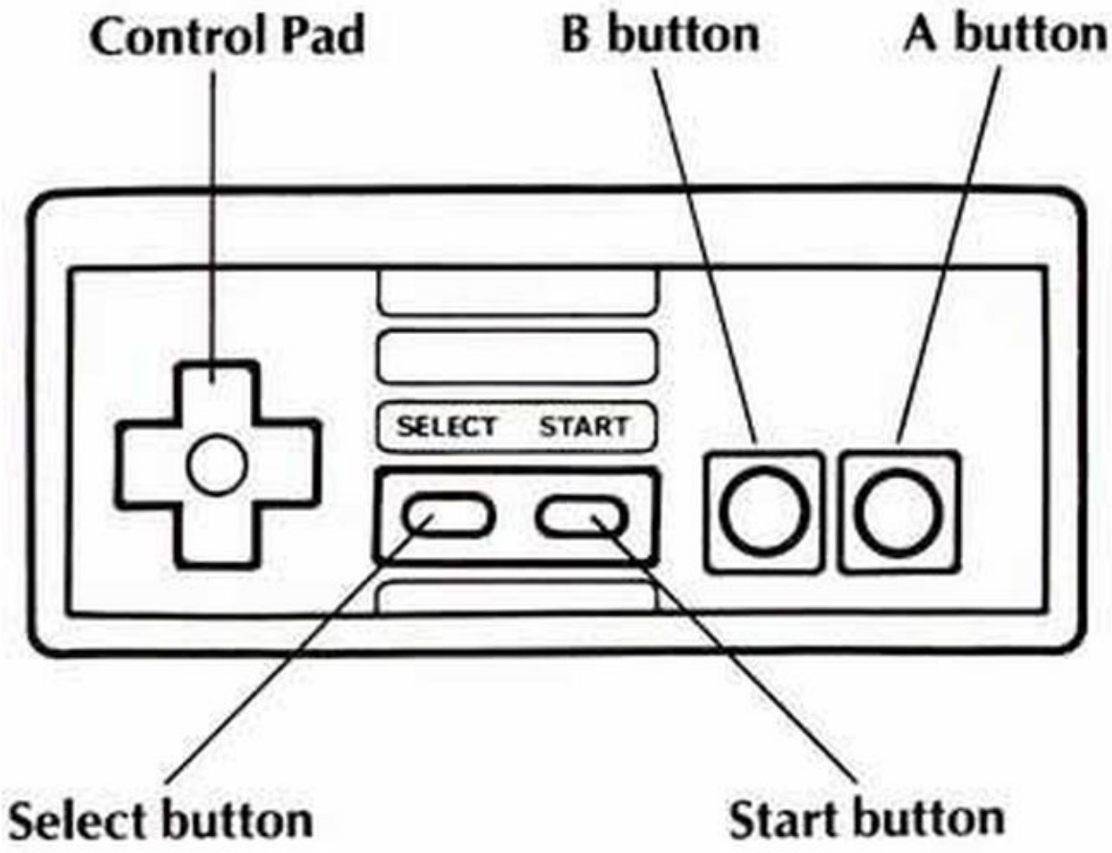
After hundreds of years of chaos, mankind has finally emerged from the ruins of nuclear war. This world of the distant future has once again flourished under the guidance of the Great King, who harnessed the power of the 8 Eyes to rebuild the planet.

These strange jewels of power were formed at the eyes, or centers, of the eight nuclear explosions which nearly destroyed the Earth. In the wrong hands, the 8 Eyes could cause untold destruction . . . and now, they have been seized by the Great King's eight Dukes, in a desperate bid to gain control of the world for themselves. They have banished the King to the nuclear wastelands, and already their squabbling threatens to plunge the world into war once again!

The task of retrieving the 8 Eyes falls to you, Orin the Falconer, the bravest and mightiest of the King's Guardsmen. With your fighting falcon, Cutrus, you must penetrate each of the eight Dukes' castles. There you will face the Dukes' soldiers, and battle strange nuclear mutants such as living skeletons, giant wasps, and mud men. You must defeat the monstrous Boss of each castle to retrieve the Jewel of Power he guards.

Then, to complete your quest, return the 8 Eyes to the Altar of Peace to await the return of the Great King, so that he may finish the rebuilding of Earth. Your reward will be the eternal gratitude of all mankind!

CONTROLLER OPERATING INSTRUCTIONS



CONTROLLER 1/CONTROLLER 2

8 Eyes is a one or two player game. In the one player game, Controller 1 moves Orin and Cutrus. In the two player game, Controller 1 moves Orin and Controller 2 moves Cutrus. Get together with a friend to beat the game! (Note: In a two player game, you're co-operating on a single score.)

BASIC CONTROL FUNCTIONS

Control Pad: Press left and right to move left and right. Press up and down to move up and down stairs.

A Button: Press to jump.

B Button: Press to stab.

SPECIAL FUNCTIONS FOR WEAPONS AND CUTRUS

1) **Control Pad Up + B:** Release or recall Cutrus.
2) **Control Pad Down + B:** Cutrus attack (only if Cutrus is flying).
3) **Control Pad Up + A:** Use selected weapon (works only if there is enough "Item" power, and a weapon is selected).

Items 1 and 2 only apply to Controller 1 in a one player game. In a two player simultaneous game, the Cutrus functions are controlled by Controller 2, while Orin and his special weapons are controlled by Controller 1.

Note: In a two player game, Cutrus has much more freedom of movement. The Control Pad of Controller 2 can move Cutrus all over the screen, in addition to releasing him, recalling him, and causing him to attack.

STARTING THE GAME

To select a one or two player game, press the Control Pad left or right. To choose between Initiate or Continue, press the Select button. To start the game, press the Start button.

If Continue is selected before the game is started, the password entry screen appears. To enter the password, press the Control Pad up or down to change the letter, and press the Control Pad left or right to change the position. After entering the password correctly, press the Start button to begin playing where you left off. After the game is played, selecting Continue brings you to the Level Selection Screen, with any completed levels being unselectable.

SELECTING A LEVEL

After starting the game, press the A or B button to select which of the first seven levels you want to begin with. When Cutrus is over the level you want, press the Start button to start playing, or the Select button to display the clues found so far.

DURING GAME PLAY

Press the Start button to pause, and display collected special weapons; press the Select button to select a special weapon, either while paused or during play.

HOW TO PLAY

OBJECTIVE

The first goal in 8 Eyes is to discover the correct order in which to play the first seven levels. The levels must be played in a certain order because each Boss Enemy is only vulnerable to one sword. The Bosses can be damaged with the Special Weapons found in each level, and by attacking them with Cutrus; but they can only be eliminated with the proper sword. After a level is completed, the player receives a new sword, which is effective on only one of the remaining Bosses.

Each Boss holds a jewel. After defeating the Boss, the jewel appears, and when Orin touches it, the password for this point of the game is displayed.

While in the first seven levels, you must locate the seven scrolls of jewel placement. These contain hints which are used to place the eight jewels into the altar which appears after Level 8 is completed. The jewels must be placed correctly in order to complete the game (maybe!).

LIVES

This is a one-life game, meaning there is one Orin per game. If you lose the one Orin, the game is over. No free men are awarded. This is reality! However, there are many opportunities to gain Life Power during the game.

DOORS

Throughout the game, you will find closed doors. To open a door, look for a lever or button somewhere in the room. Hit it, and the door will open for a short time. Some levers and buttons must be hit with Cutrus.

CROSSES

After destroying some enemies, a red or white cross will appear. Catch the white cross for Item power, the red cross for Orin or Cutrus power. If Orin catches the red cross while Cutrus is flying, Orin gets all of the power. If Cutrus catches the red cross while flying, he gets all of the power. If the red cross is caught while Cutrus is on Orin's shoulder, the power is split between them.

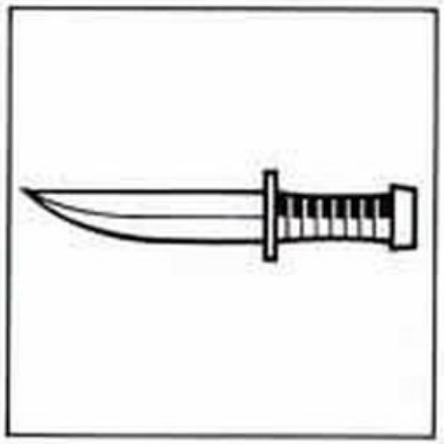
WEAPON ITEMS

When you destroy certain enemies, Weapon Items will appear. Collect the Item quickly, or it will disappear.

Boomerang

Power Ball

Ice Ball



Dagger

Molotov Cocktail

Gun

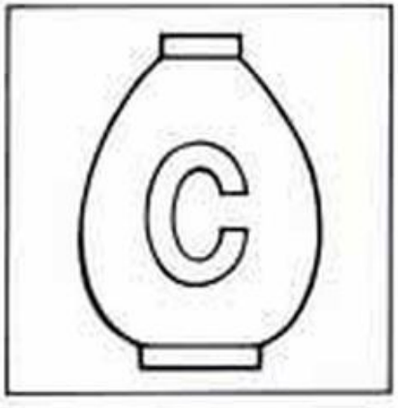
POWER-UP ITEMS

These Items are hidden in each level. Use your sword, Cutrus, or the boomerang to find the Items hidden in the walls. The Items can be collected by Orin or Cutrus; but when collecting Life Power Items, whoever touches the Item receives the extra power.

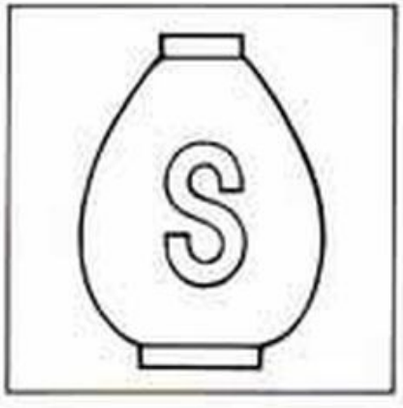
Z Jar: Doubles sword power for a limited time.

Blue Jar: Increases power meters by one section.

G Jar: Makes Orin invincible for a limited time.



C Jar: Increases Cutrus' power to full, or Orin's power by about one-half.



S Jar: Fully revives either Orin or Cutrus.

HINTS AND STRATEGIES

- The first seven levels must be finished in the correct order. After defeating a Boss you are awarded a more powerful sword, but it will only be effective against one of the remaining bosses. The sword you start with is weak and only good for a country near France.
- It is important for you to learn which Special Weapon works best against each Boss. This will make it easier to defeat the Boss.
- Some enemies can only be defeated by Cutrus. Find out who they are, and stand back while Cutrus does the work. It is very important to learn to use Cutrus, while you are standing back and while you are fighting. Some of the tougher enemies can be distracted by Cutrus. Send out Cutrus to attack, and some enemies will turn their back on you to chase him – a good opportunity to hit them from behind. Backstabbing is unfair, you say? Well, don't turn your back on these guys – they're no gentlemen!
- Try to find all of the Blue Jars, so that if you find the S Jar, you will have more power.
- Make sure you find all of the scrolls, and save the clues – the end is worth the effort it takes to solve the riddle of the 8 Eyes.

BOSS ENEMIES

ARABIA CASTLE

The master of this castle is Ghadie Rashal. He is an expert knife thrower, and has a very nasty disposition! When you defeat him, you will get a white Diamond called the Tear of the Nile.

SPAIN CASTLE

This castle is ruled by Enriquez Bartona. He is a master of fencing – perhaps even better than Orin. Your reward for defeating him will be a giant black pearl called the Black Butterfly of Pereshusu.

INDIA CASTLE

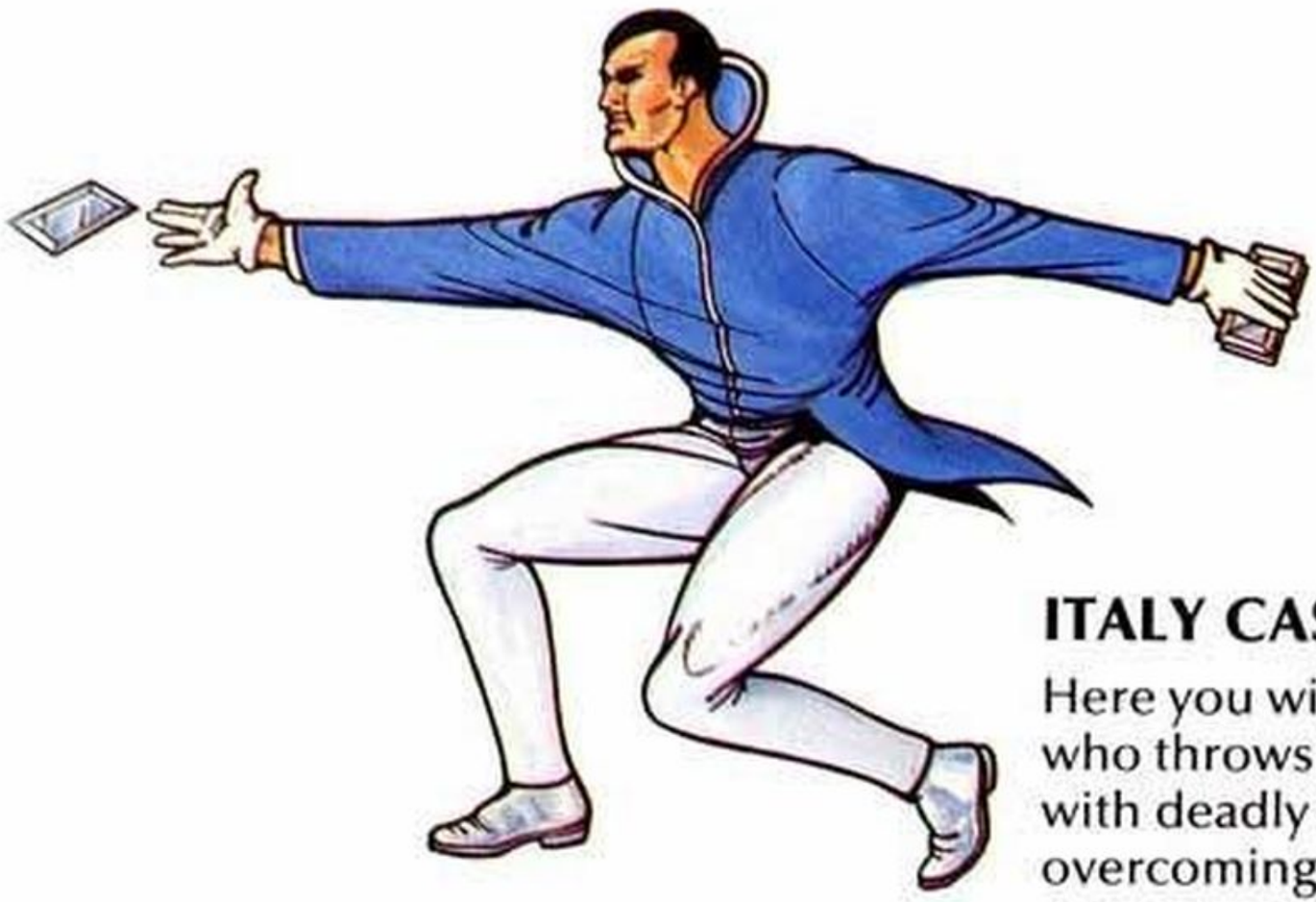
Here you will face Syfer Nasim. A Yoga master, he has the ability to transport himself. When you attack him, he may vanish, only to re-appear behind you – beware! Defeat him and you will get a yellow obsidian known as the Wing of Angels.

AFRICA CASTLE

In this castle, you will encounter the fearsome King Amin, the most powerful warrior in all of Africa. He wields a giant axe, which he may throw at you when you least expect it. The jewel that you must wrest from him is an orange topaz called the Devil of Zimbabwe.

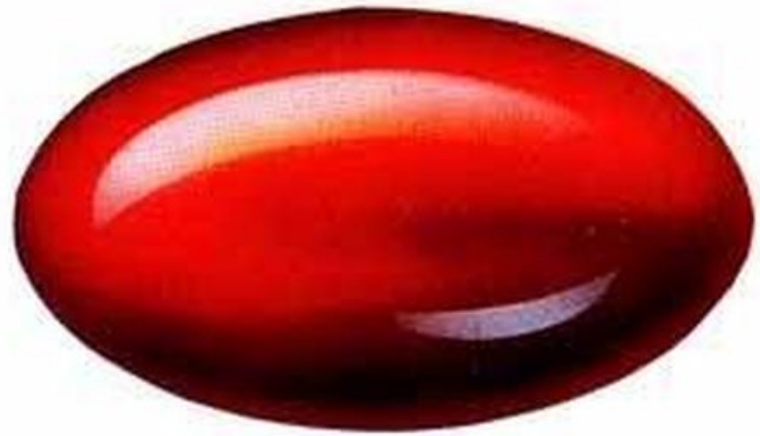
GERMANY CASTLE

The master of this castle is the handsome but deadly Walter Schmitt. Don't let his gentle appearance fool you – he is a cruel madman who will smile when he destroys you! He uses a giant throwing star. When you defeat him, you will get a purple amethyst, the fabled Fairy of Granada.



ITALY CASTLE

Here you will face Geno Comechio, who throws razor-sharp steel cards with deadly accuracy. If you succeed in overcoming him, your prize will be a green emerald known as the Dancing Princess of Frenellia.



EGYPT CASTLE

This castle is ruled by Nari Tanatos. He is an evil sorceror who throws white power balls from his staff. Beware of his leaping ability – he can jump right over your head! Defeat him and you will get a big red ruby called the Blood of Tutan-khamen.

CASTLE OF RUTH

Here you will meet the lovely but lethal Ruth Grandier, whose cruel bullwhip seems to have a life of its own. The speed and ferocity of her attack will astound you! The jewel that she guards is a glittering blue diamond called the Nail of Nightmares.

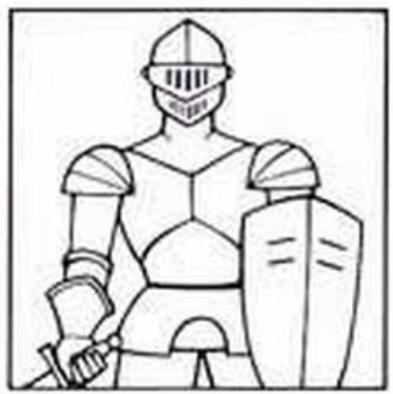
OTHER ENEMIES

Arabus

Shrimp

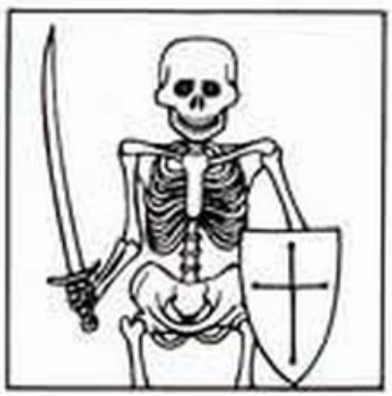
Scimitar Sam

Yoga



Sir Slice

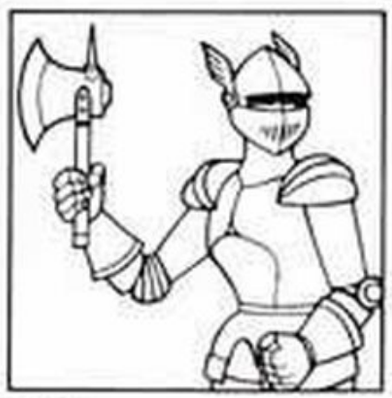
Crossboy



Slim

Jack Knife

Fang



Wings

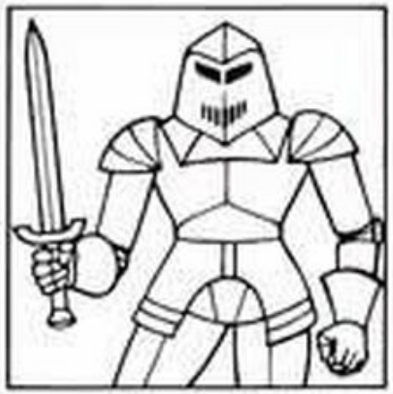
Jabber

Ugly

Baldy

Hot Head

Hardball



Sharp

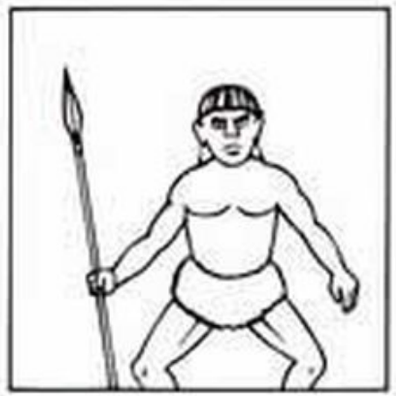
Claw

Ninjoe

Spooky

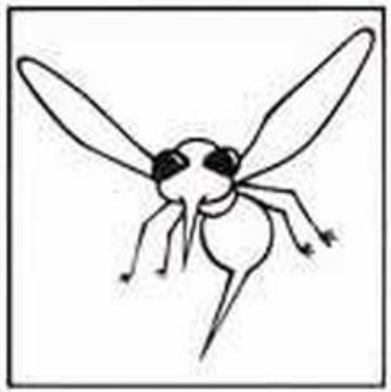
Spit

Spike



Zulu

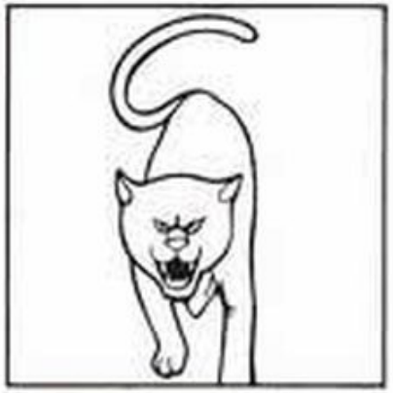
Rock



Big Buzz

Mudman

Mace



Snaggletooth

Sledge

Archie

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more the of following measures:

–Reorient the receiving antenna

–Relocate the NES with respect to the receiver

–Move the NES away from the receiver

–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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